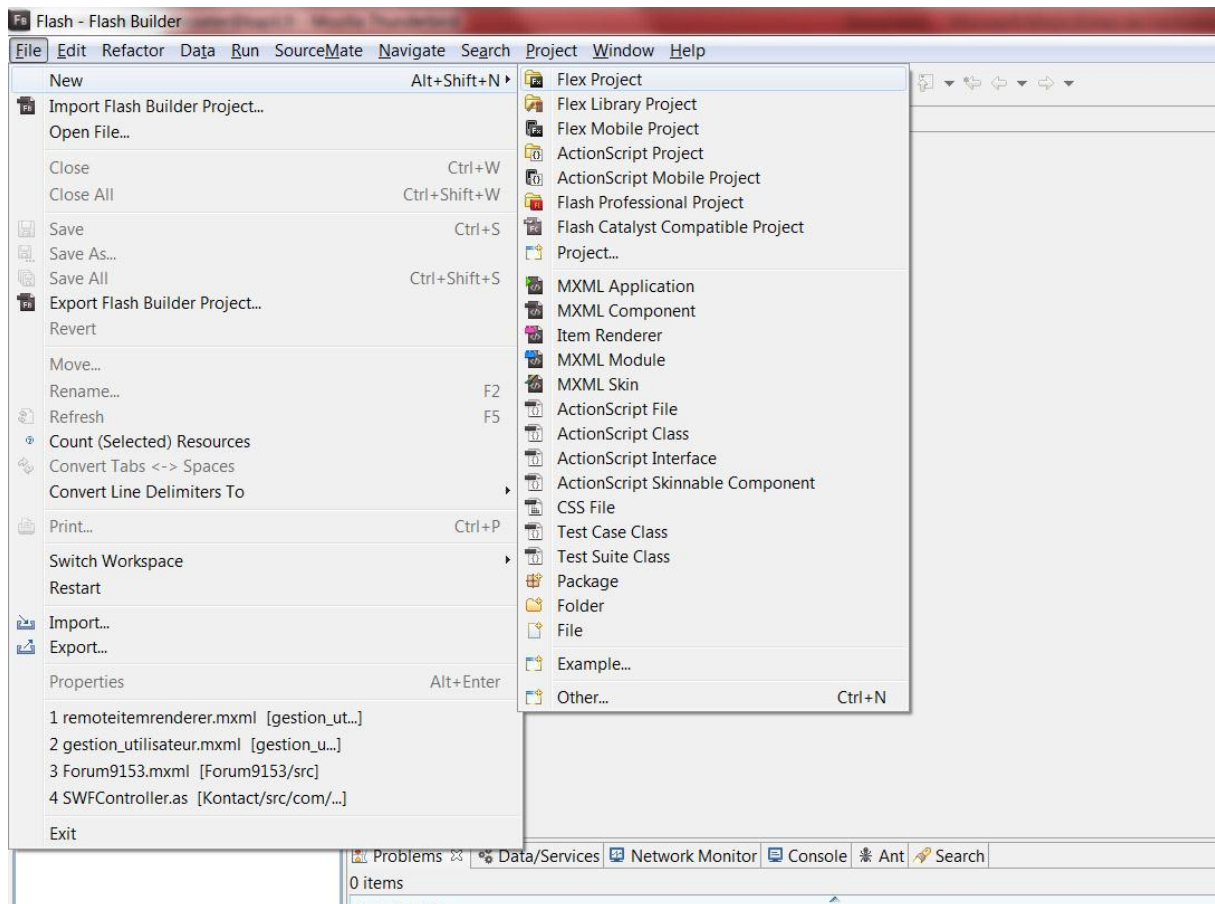


How to compile demos source code with Flash Builder

In Flash Builder, create a new Flex application project



Choose a name and target a SDK 4.5

New Flex Project

Create a Flex project.

Choose a name and location for your project.

Project Location | Server Settings | Build Paths


Project name:


Project location

☒ Use default location

Folder:

Application type

☒  **Web** (runs in Adobe Flash Player)

☐  **Desktop** (runs in Adobe AIR)

Flex SDK version

☐ Use default SDK (currently "Flex 4.5.1") [Configure Flex SDKs...](#)

☒ Use a specific SDK:

Flex 4.5.1 requires Adobe Flash Player 10.

Press Next 2 times and in Build Paths, set Main source folder to src/main/flex

Build Paths

☒ Verify RSL digests (recommended for production)

☒ Remove unused RSLs

☒ Use local debug runtime shared libraries when debugging

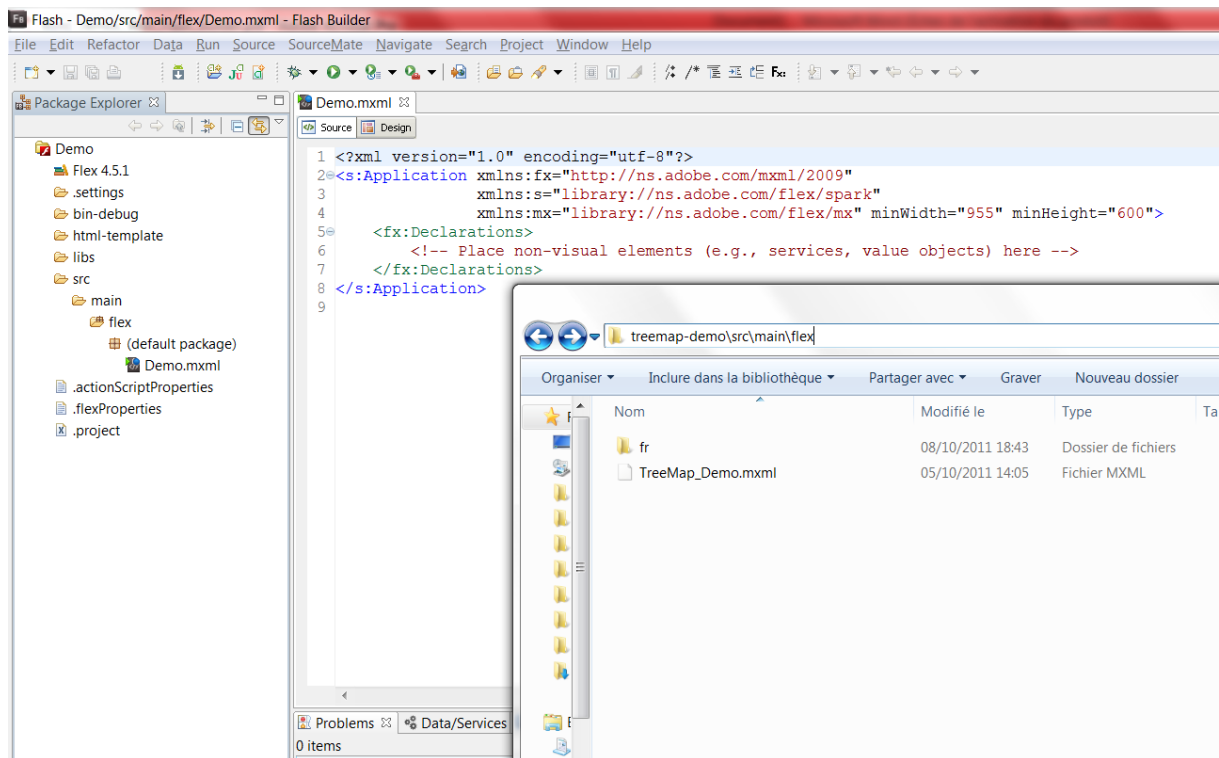
☒ Automatically determine library ordering based on dependencies

Main source folder:

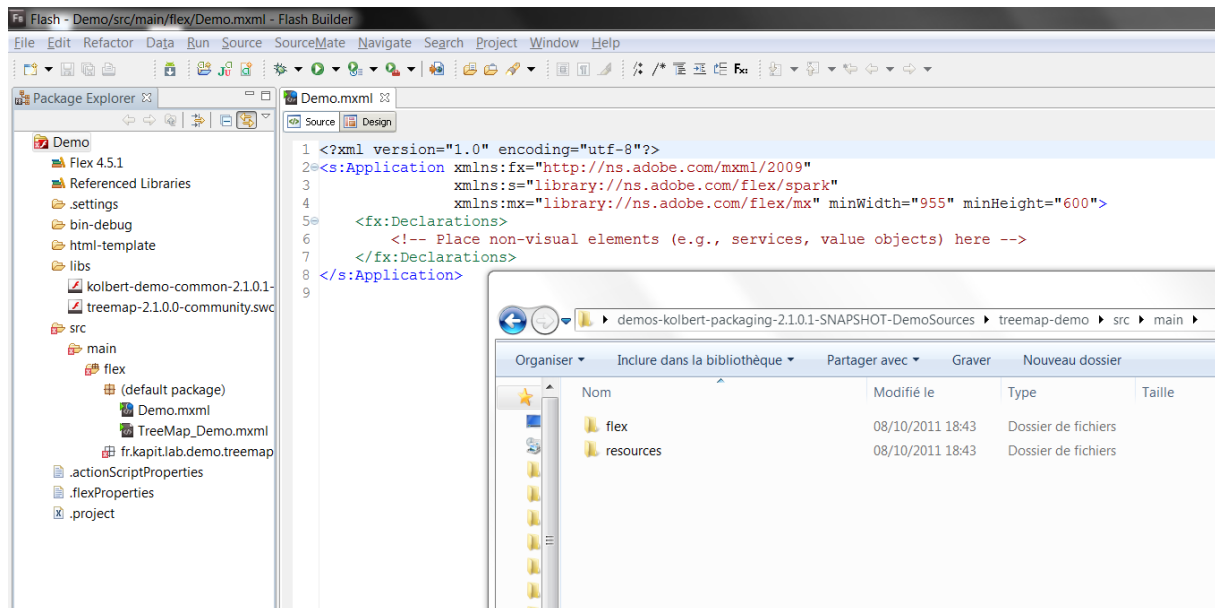
Main application file:

Output folder URL:

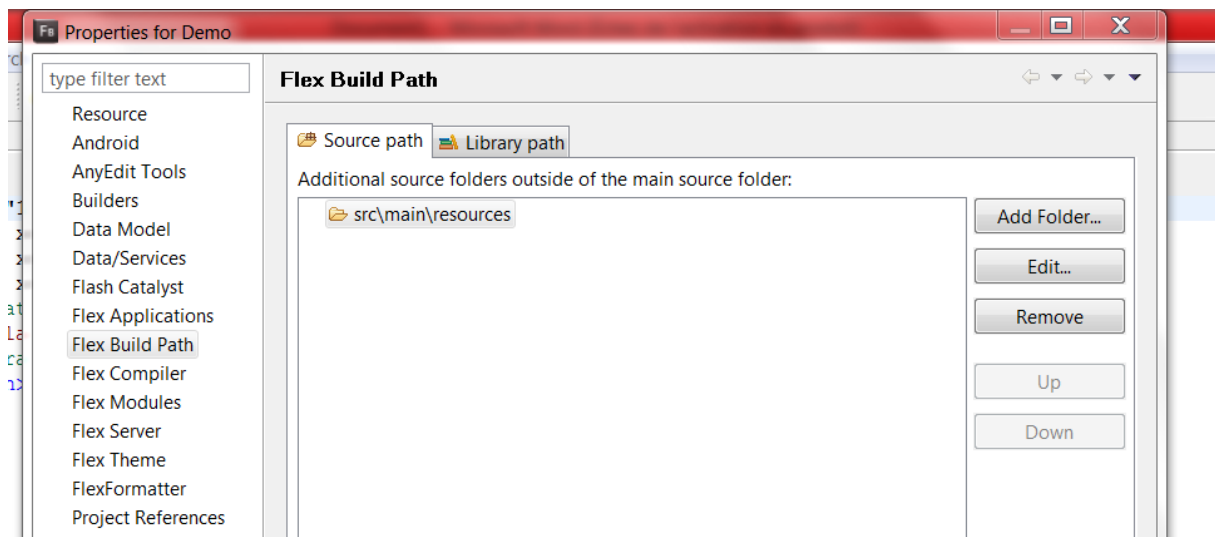
Copy files and folders from the demo src/main/flex folder to the flash builder project src/main/flex folder



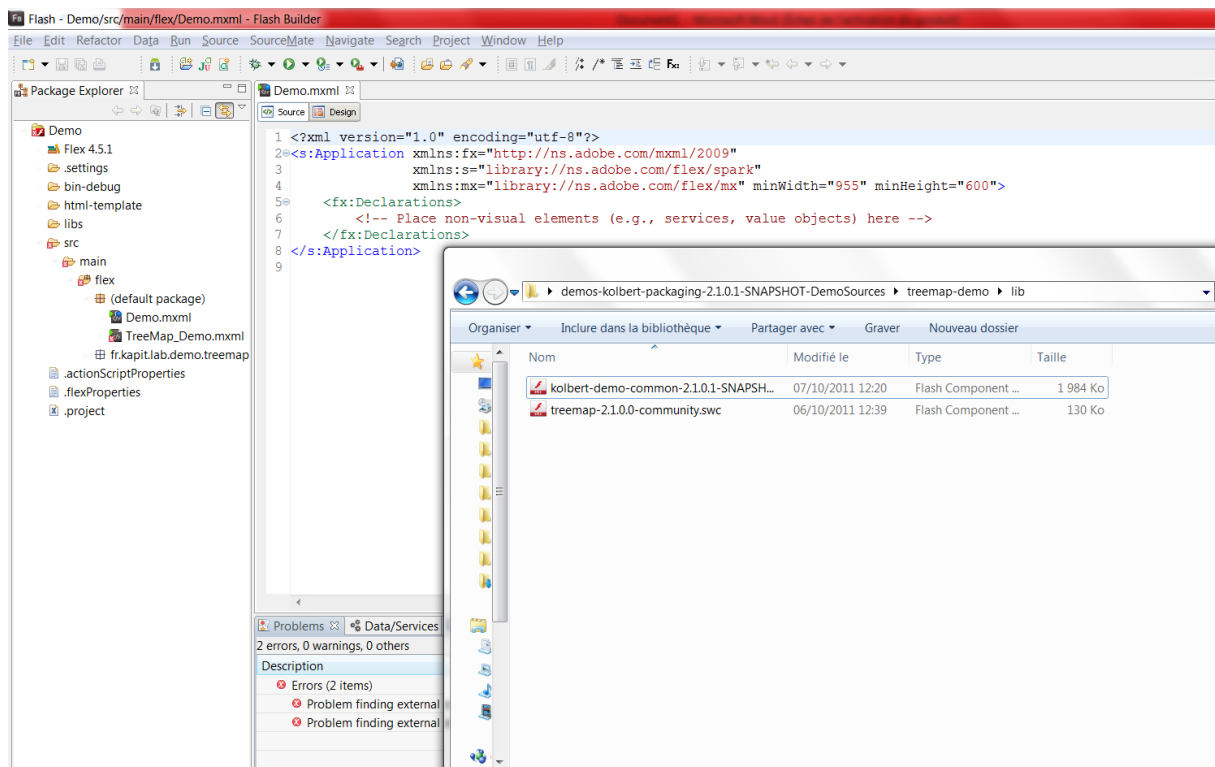
Copy files and folders from the demo src/main/resources folder to a flash builder project src/main/resources folder



Add src/main/resources to the Source Path



Copy swc files from the demo lib folder to the flash builder project libs folder



Remove the auto generated MXML File. You can now run the demo!

